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## CHAPTER 3

# SHOOT HOUSE

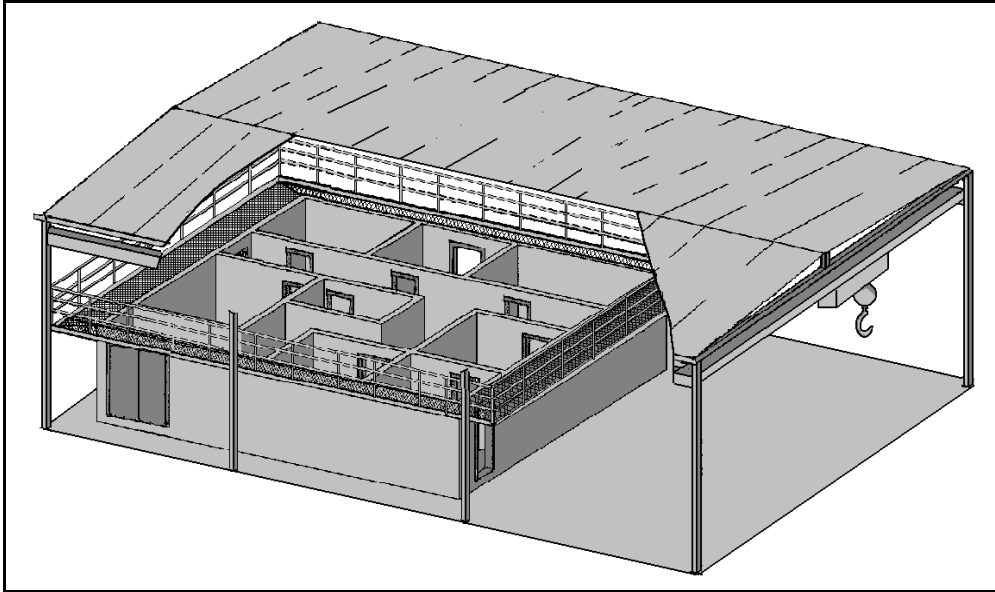
*This chapter describes the live-fire shoot house and provides layouts and training scenarios. Fighting in built-up areas is fragmented; gains are often small. Therefore, units depend on the initiative, skill, and discipline of small-unit leaders and individual soldiers. Leaders must be competent and confident in their urban operations skills and must have the courage to accomplish their missions while isolated from their parent units. Soldiers and leaders require mission-type orders that allow for decentralized execution.*

### 3-1. PURPOSE

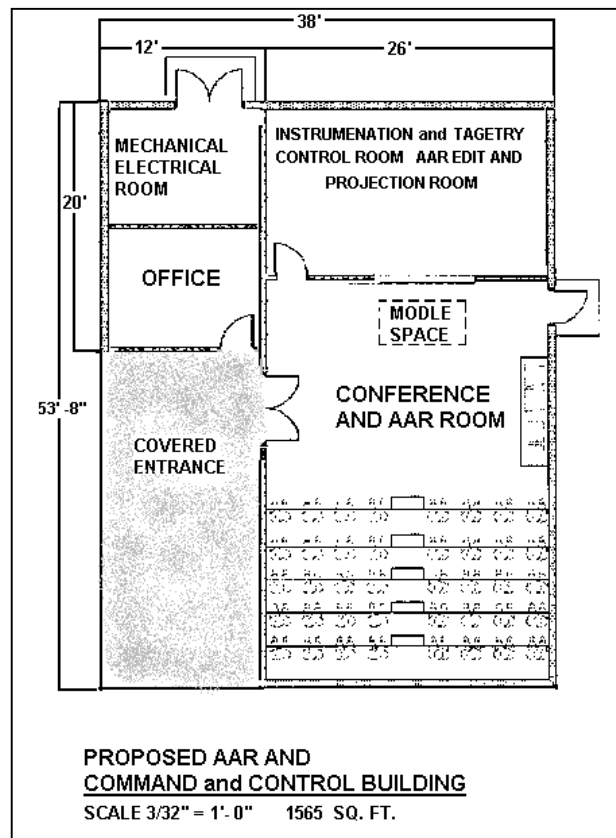
To provide the leader with a facility to train and evaluate the unit during a live-fire exercise. Units are trained and evaluated on their ability to move tactically, engage targets, conduct breaches, and practice target discrimination in an urban environment.

### 3-2. DESCRIPTION

This facility has two parts, the live-fire facility and the AAR room. The live-fire facility is a single-level structure with a barn roof, catwalk, and eight adjoining rooms with video capture capability that should be used for AARs. The walls are bullet proof and prevent ricochets. There are four entrances, one on each side of the facility. Replaceable blow panels that can accommodate reduced DES are located throughout the facility for entry into the building by means other than through doors. The shoot house has a crane system in the roof that allows for removal of doorways and blow panels not needed for training and replace those panels with solid wall sections. This gives the unit the ability to vary the training scenarios. Unit's can conduct explosive and mechanical breaches. For safety reasons, there are no windows in the structure (Figure 3-1, page 3-2). The AAR building has a conference/AAR room that can accommodate up to a platoon size element, an instrumentation and targetry control room, and an AAR edit and projection room that can facilitate a formal AAR (Figure 3-2, page 3-2).



**Figure 3-1. Shoot house.**



**Figure 3-2. Command and control building and AAR room.**

### 3-3. TRAINING AUDIENCE

The facility provides leaders the ability to train and evaluate the unit during a live-fire exercise. However, the unit's training requirements determine the size of the unit and the tasks to be trained at this facility. The unit develops its own organization and the steps for conducting the exercise based on its METL and training needs.

### 3-4. TRAINING INFORMATION

Tactical operations in an urban environment may range from combat missions to stability and support missions. Commanders should note that the shoot house *is not* suited for the employment of live-fragmentation/concussion grenades, 40-mm HE/HEDP, antiarmor weapons, mortars, artillery, or air delivered munitions. Crew-served weapon systems, M2 and M1 tanks, and machine guns can be employed against supplemental targetry that is exterior to the shoot house. The shoot house has specially constructed areas that are used to conduct either mechanical and or explosive breaching techniques. When conducting explosive breaching, units should consult with local Engineers for appropriate DES charges and consult Appendix A before conducting the training.

### 3-5. CONDUCT OF TRAINING

The unit develops realistic time frames for each operation or task. The times are based on the crawl, walk, and run concept. The training event or STX can be arranged in any order as long as they follow a tactical scenario. ARTEP 7-8-MTP, Assault a Building and ARTEP 7-8-Drill, Battle Drill 7-4-9109, Enter a Building and Clear a Room (Squad), ARTEP 7-7J-MTP, 07-3-1110, Clear a Building, and ARTEP 7-7J-Drill, Battle Drill 7-4-9109, Enter a Building and Clear a Room (Squad), are the primary collective tasks trained at this facility.

a. **Execution.** Tables 3-1 through 3-5, pages 3-4 through 3-7, depicts sequence of events and Figure 3-3 through Figure 3-6, pages 3-6 through 3-9, provides example scenarios. This table is only an example and the unit should develop its training events based on METL tasks and training needs. However, the leader should do the following when conducting training at the live-fire shoot house:

(1) Identify the unit's critical missions (see commander's training guidance) and select those tasks that support specific tasks related to urban operations.

(2) Arrange the related tasks in the order of their importance to mission accomplishment.

(3) Assess the unit's current level of proficiency (strengths and weaknesses) and determine the degree of difficulty of each task. The training events and scenarios should start from the least difficult to the most difficult tasks to instill confidence in the soldiers conducting the training.

(4) Identify the individual and leader tasks that are to be trained.

(5) Conduct individual training first, because it is the first step in the building-block approach and is the basis for unit or collective task training. The mastery of individual skills is an essential precondition for effective training.

(6) Set up training conditions based on unit proficiency. At first, conditions are basic until proficiency is attained. Increased difficulty and realism are incorporated as training progresses (limited visibility, NBC factors, and live fires with service or SRTA).

(7) Understand that the live-fire shoot house is a live-fire training facility; however, this facility is designed to accommodate any level of training proficiency (blank, TES, SESAM, SRTA, and ball). The leader must make an assessment of the unit's proficiency.

ELEMENT	EVENT ACTION	ESTIMATED TIME
All  1st Squad 2d Squad 3rd Squad	1. Conduct precombat checks (for example; install, align, and trouble shoot MILES equipment; conduct inspection; draw equipment). 2. Support Operations. 3. Conduct Rehearsals. 4. Conduct Event 1 (Crawl).	2 Hours
3rd Squad 1st Squad 2d Squad	5. Support Operations. 6. Conduct Rehearsals. 7. Conduct Event 1 (Crawl).	2 Hours
2d Squad 3rd Squad 1st Squad	8. Support Operations. 9. Conduct Rehearsals. 10. Conduct Event 1 (Crawl).	2 Hours
1st Squad 2d Squad 3rd Squad	11. Support Operations. 12. Conduct Rehearsals. 13. Conduct Event 1 (Walk).	2 Hours
3rd Squad 1st Squad 2d Squad	14. Support Operations. 15. Conduct Rehearsals. 16. Conduct Event 1 (walk).	2 Hours
2d Squad 3rd Squad 1st Squad	17. Support Operations. 18. Conduct Rehearsals. 19. Conduct Event 1 (walk).	2 Hours
1st Squad 2d Squad 3rd Squad	20. Support Operations. 21. Conduct Rehearsals. 22. Conduct Event 1 (Run).	1 Hours
1st Squad 2d Squad 3rd Squad	23. Support Operations. 24. Conduct Rehearsals. 25. Conduct Event 1 (Run).	1 Hours
1st Squad 2d Squad	26. Support Operations. 27. Conduct Event 1 (Run).	1 Hours

**Table 3-1. Sequence of events for the platoon.**

EVENT	EVENT ACTION	ESTIMATED TIME
1 (CRAWL)	<p><b>Terminal Learning Objective</b>            Refamiliarize the squad on how to enter and clear a room during the crawl phase of training.</p> <p>Enter and Clear a Room (Squad).</p> <ul style="list-style-type: none"> <li>• Perform Movement Technique.</li> <li>• Select Hasty Firing Position.</li> </ul> <p>Conduct a Breach (Mechanical).</p> <ul style="list-style-type: none"> <li>• Employ Hand Grenades.</li> <li>• Engage Targets with M16A2/M4.</li> <li>• Engage Targets with M249 Machine Gun.</li> </ul> <p><b>NOTES:</b></p> <ol style="list-style-type: none"> <li>1. Should perform controlled pairs/target discrimination techniques outlined in FM 3-23.9</li> <li>2. Should include techniques outlined in FM 90-10-1 and performance measures in ARTEP 7-8-MTP, ARTEP 7-7J-MTP</li> </ol>	2 Hours

Table 3-2. Event one, squad sequence (crawl).

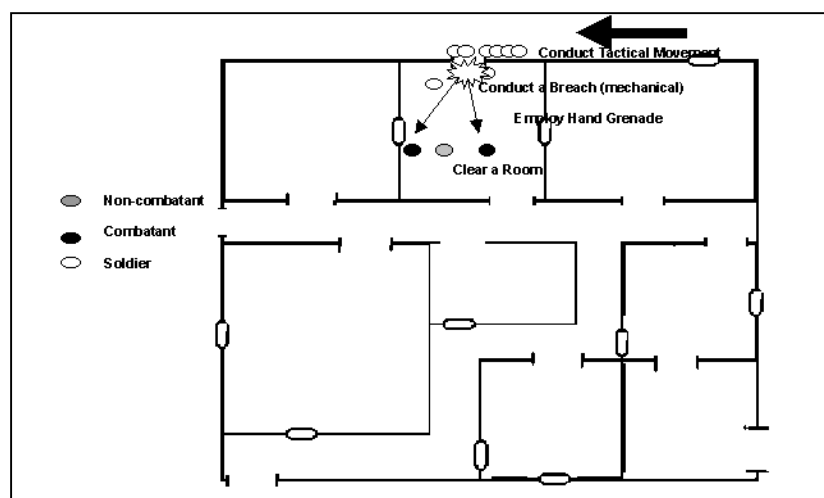


Figure 3-3. Event one, squad scenario (crawl) force on targetry.

EVENT	EVENT ACTION	ESTIMATED TIME
2 (WALK)	<p><b>Terminal Learning Objective</b></p> <p>Refamiliarize the squad on how to enter and clear multiple rooms during the walk phase of training.</p> <p>Enter and Clear a Building (Squad).</p> <ul style="list-style-type: none"> <li>• Perform Movement Technique.</li> <li>• Select Hasty Firing Position.</li> </ul> <p>Conduct a Breach (Explosive DES).</p> <ul style="list-style-type: none"> <li>• Engage Targets with M16A2/M4.</li> <li>• Engage Targets with M249 Machine Gun.</li> </ul> <p>Conduct AAR.</p> <p><b>NOTES:</b></p> <p>1. Should perform controlled pairs/target discrimination techniques as outlined in FM 3-23.9</p> <p>2. Should include techniques outlined in FM 90-10-1 and performance measures in FM 7-8-MTP, ARTEP 7-7J-MTP.</p>	2 Hours

Table 3-3. Event two, squad sequence (walk).

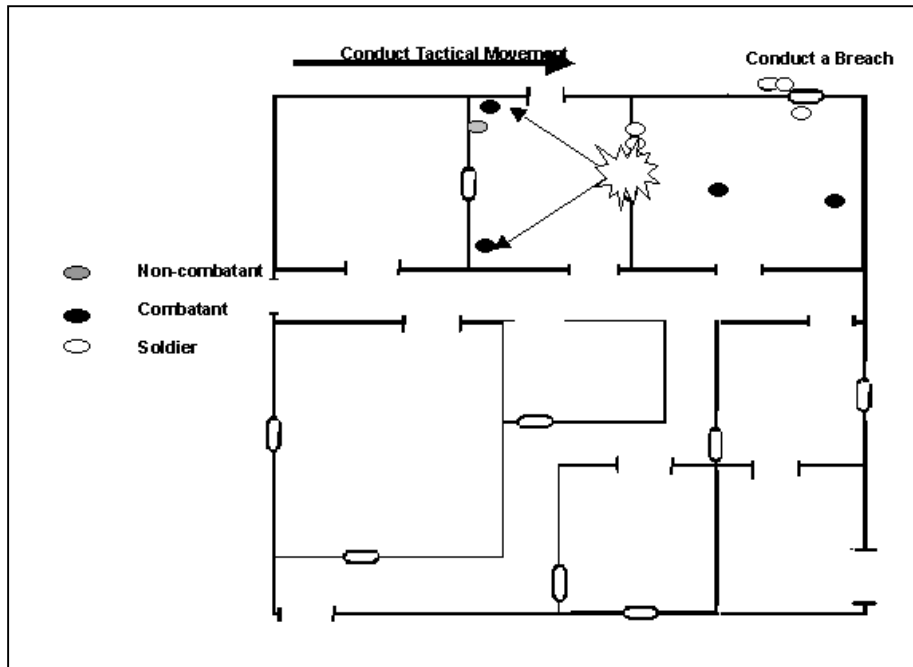


Figure 3-4. Event two, squad scenario (walk) force-on-force.

EVENT	EVENT ACTION	ESTIMATED TIME
3 (RUN)	<p align="center"><b>Terminal Learning Objective</b></p> <p>Refamiliarize squad on how to enter and clear multiple rooms during the run phase of training.</p> <p>Enter and Clear a Building (Squad).</p> <ul style="list-style-type: none"> <li>• Perform Movement Technique.</li> <li>• Select Hasty Firing Position.</li> </ul> <p>Conduct a Breach (Mechanical).</p> <ul style="list-style-type: none"> <li>• Engage Targets with M16A2/M4.</li> <li>• Engage Targets with M249 Machine Gun.</li> </ul> <p>Clear a Hallway.</p> <ul style="list-style-type: none"> <li>• Engage Targets with M16A2/M4.</li> <li>• Engage Targets with M249 Machine Gun.</li> </ul> <p>Conduct a Breach (Explosive DES)</p> <ul style="list-style-type: none"> <li>• Engage Targets with M16A2/M4.</li> <li>• Engage Targets with M249 Machine Gun.</li> </ul> <p>Conduct AAR.</p>	1 Hour

Table 3-4. Event three, squad sequence (run).

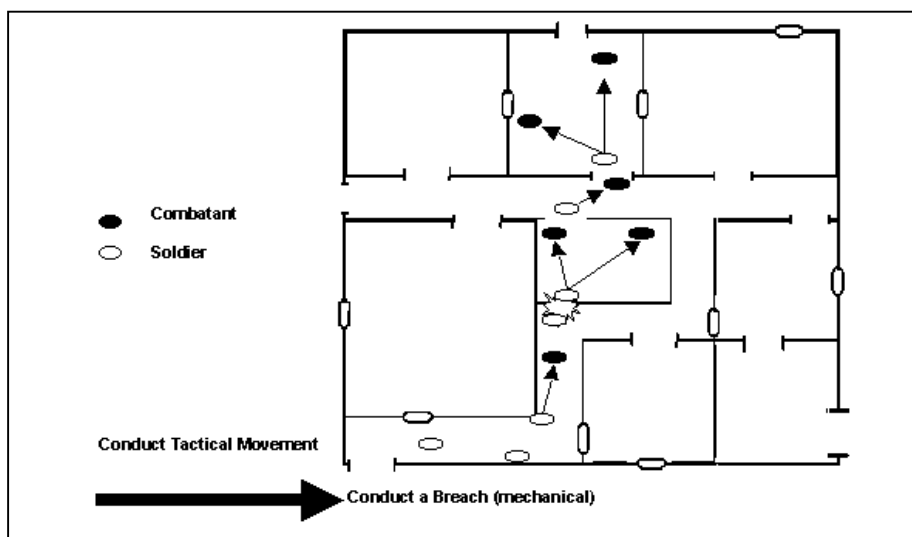
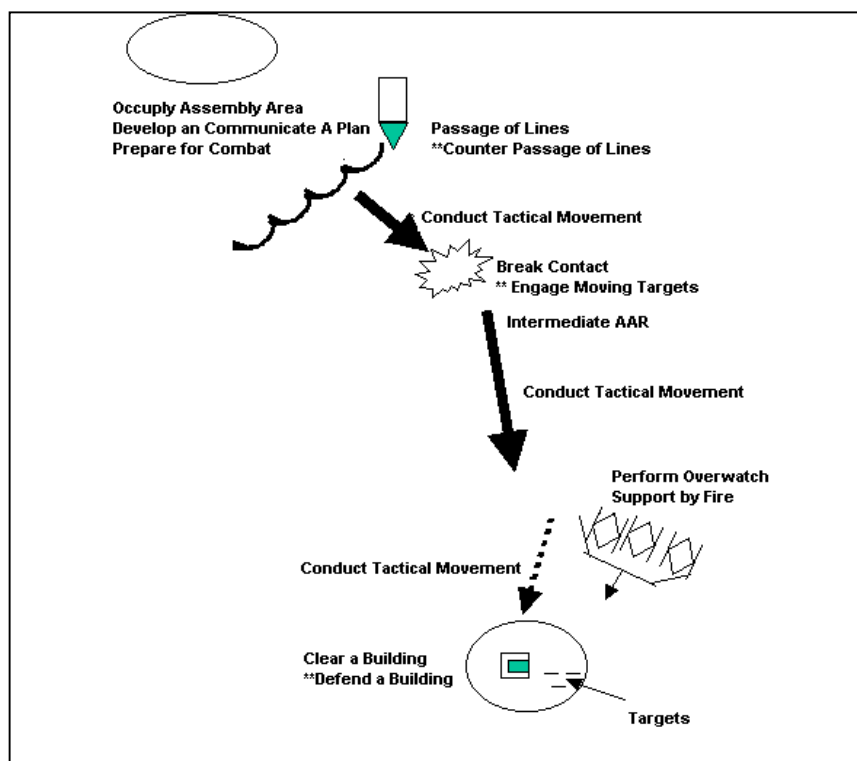


Figure 3-5. Event three, squad scenario (run) force-on-targetry.

EVENT (STX)	ACTION	ESTIMATED TIME
4 (RUN)	Occupy Assembly Area. Develop and Communicate a Plan. Prepare for Combat. Perform Passage of Line. Move Tactically. Break Contact. Intermediate AAR. Move Tactically. Perform Overwatch/Support by Fire. Assault a Building. Consolidate and Reorganize. Final AAR.	1 Hour 2 Hours  30 minutes 1 Hour 5 minutes 20 minutes 1 Hours 1 Hours 2 Hours 1 Hours

**Table 3-5. Event four, platoon evaluation sequence (run).**



**Figure 3-6. Sample platoon tactical scenario (run).**

b. **Operation Order.** Table 3-6, page 3-10, provides a sample operation order for conduct of training.



**3-9**

(Classification)

**2. MISSION**

Company ( ) attacks to seize Objective BLUE (grid) at (date/time) hours in order to prevent the enemy from regrouping and engaging Company ( ) (main effort) from Objective BLUE.

**3. EXECUTION**

a. **Concept of Operation.** ANNEX C (Operations Overlay). (This should include those steps listed in the task , Conduct Troop-Leading Procedures, paragraph 17. These should be written out when possible and not just placed on an overlay.)

(1) Maneuver. ( ) Platoon establishes a defense in its zone, NLT (date/time) hours, to destroy small enemy elements moving or exfiltrating to the (direction), from the vicinity of Objective BLUE. This defense supports the attack on Objective BLUE by completing destruction of any enemy that may escape. (Evaluated) Platoon conducts the company main attack at (hours) to seize Objective BLUE to destroy the enemy or force them to withdraw into ( ) Platoon's defense. ( ) Platoon supports the attack of the (Evaluated) Platoon on Objective BLUE to suppress enemy fires and isolate the objective. On seizure of Objective BLUE, (Evaluated) Platoon and ( ) Platoon will defend in sector to destroy the enemy elements withdrawing to avoid ( ) Company's attack.

**(2) Fire support.****(a) Priority of fires.**

- Initially to (Evaluated) Platoon.
- Upon seizure of Objective BLUE, priority shifts to (Defensive) Platoon.

**(b) Priority targets.**

- 60-mm priority target initially AA4031.
- On initiation of assault on Objective BLUE, priority shifts to target AA4027 to isolate the objective.
- Upon seizure of Objective BLUE, priority shifts to target AA4025.

(Classification)

**Table 3-6. Sample of a company OPORD (continued).**

(Classification)

**b. Tasks to maneuver units.**

(1) (\_\_\_) Platoon. Destroy enemy elements moving to the (direction), NLT (date/time).

(2) (Evaluated) Platoon. Consolidate and defend in sector to destroy enemy elements following the seizure of Objective BLUE.

(3) (\_\_\_) Platoon. Be prepared to assault Objective BLUE, on order, consolidate and defend in sector to destroy enemy elements following the seizure of Objective BLUE.

**c. Tasks to combat support units.**

(1) 60-mm Section. Initially in the vicinity of CP 7, priority of fires to the (Evaluated) Platoon. Move with the (Supporting) Platoon. On order, priority of fires to the (Defensive) Platoon.

(2) Antiarmor Section. Attached to the (Supporting) Platoon.

**d. Coordinating Instructions:**

(1) (Defensive) Platoon reports defense established and locations.

(2) Platoon reports the seizure of all objectives.

(3) Platoon reports the consolidation and establishment of the defense.

(4) Order of march from the assembly area to the objective: defense platoon, evaluated platoon, headquarters, support platoon, 60-mm mortar.

**4. SERVICE SUPPORT**

a. **General.** Company trains collocated with the battalion combat trains in the vicinity of (grid). Supply distribution at the company CP.

(Classification)

**Table 3-6. Sample of a company OPORD (continued).**

(Classification)

**b. Materiel and Services.**

- (1) Class I: Ration cycle MRE-MRE-MRE.
- (2) Class V: Pick up basic load at company CP, NLT (date/time).
- (3) Medical: Company casualty collection point is \_\_\_\_\_.
- (4) EPW: EPW collection point is \_\_\_\_\_.

**5. COMMAND AND SIGNAL**

a. **Command.** Company command group initially follows the (Evaluated) Platoon.

**b. Signal.**

- (1) Radio-listening silence is in effect until contact is made.
- (2) SOI \_\_\_\_\_ is in effect.

JONES  
Commanding

ANNEXES:  
B-Intelligence Overlay  
C-Operations Overlay  
D-Fire Support Overlay

(Classification)

**Table 3-6. Sample of a company OPORD (continued).**

### 3-6. TRAINING SUPPORT REQUIREMENTS

Minimum trainers and evaluators should be based on unit proficiency, training needs, and local safety requirements. Table 3-7 contains consolidated support requirements.

AMMUNITION	EVENT 1	EVENT 2	EVENT 3	EVENT 4 (optional)
5.56-mm (per Weapon) Ball, Blank, SRTA, or SESAMS	20 Blank	20 SESAMS	20 Ball/SRTA	20 Ball/SRTA
5.56-mm Linked (per Weapon)	30 Blank	30 SESAMS	30 Ball/SRTA	30 Ball/SRTA
Hand Grenade Body (Practice)	0		4	4
Hand Grenade Fuses (Practice) per platoon	0		4	4
Hand Grenade Smoke per Platoon	0	6	6	6
M84 Hand Grenade Stun per Platoon	0	4	4	0
<b>TES (MILES Equipment)</b>				
M16 (1 per weapon, 1 per OPFOR)	NO	YES	NO	NO
M249 (1 per weapon)	NO	YES	NO	NO
SAAF (1 per platoon)	NO	YES	NO	NO
Controller Gun (1 per OC)	NO	YES	NO	NO
<b>TARGETRY</b>	5	0	5	10
<b>OPFOR</b>	NO	6	NO	NO

**Table 3-7. Consolidated support requirements.**

### 3-7. TRAINING AND EVALUATION

The T&EOs are the foundation of the MTP and the collective training of the platoon. T&EOs are training objectives (task, conditions, and standards) for the collective tasks that support platoon critical wartime operations. T&EOs may be trained separately, in an STX, in an FTX, or in live-fire exercises. For collective live-fire standards, the trainer needs to refer to the applicable Infantry Gunnery Manual for the appropriate course of fire. Those standards and courses of fire need to be integrated into the training exercise. Table 3-8 provides a list of related collective and supporting individual tasks.

TASK	REFERENCES
Perform Consolidation and Reorganization Treat and Evacuate Casualties Process Enemy Prisoners of War/Captured Materiel Defend MOUT Building Move Tactically	ARTEP 7-8/FM 7-8, FM 90-10-1 ARTEP 7-8/FM 7-8, FM 90-10-1  ARTEP 7-8/FM 7-8, FM 90-10-1 ARTEP 7-8/FM 7-8, FM 90-10-1 ARTEP 7-8/FM 7-8, FM 90-10-1
BATTLE DRILL	
Enter a Building and Clear a Room (Squad)	ARTEP 7-8-Drill (7-4-9109) FM 90-10-1
SUPPORTING INDIVIDUAL TASKS	
Engage Targets with an M16A1/M16A2 Rifle Engage Targets with an M16A1/M16A2 Rifle Using a Night Vision Sight AN/PVS-4 Engage Targets with an M249 Machine Gun Employ Hand Grenades Move Over, Through, or Around Obstacles (Except Minefields) Neutralize Booby Traps Move as a Member of a Fire Team Perform Movement Techniques During MOUT Conduct the Maneuver of a Squad Conduct an Explosive Breach Execute a Mechanical Breach Conduct a Breach Operate Night Vision Goggles AN/PVS-7 Select Hasty Firing Positions During MOUT Control Movement of a Fire Team	STP 21-1-SMCT (071-311-2007) FM 90-10-1  STP 21-1-SMCT (071-315-2007) FM 90-10-1 STP 7-11BCHM (071-010-0006) FM 90-10-1 STP 21-1-SMCT (071-325-4407) FM 90-10-1  STP 21-1-SMCT (071-326-0503) FM 90-10-1 STP 21-24-SMCT (052-193-1013) FM 90-10-1 STP 7-11BCHM (071-326-0501) FM 90-10-1  STP 7-11BCHM (071-326-0541) FM 90-10-1 STP 7-11BCHM (071-326-5611) FM 90-10-1 STP 7-11BCHM (071-440-0030) FM 90-10-1 STP 7-11BCHM (071-440-0027) FM 90-10-1 STP 7-11BCHM (071-440-0029) FM 90-10-1 STP 7-11BCHM (071-710-0008) FM 90-10-1  STP 7-11BCHM (071-326-0557) FM 90-10-1 STP 7-11BCHM (071-326-5605) FM 90-10-1

**Table 3-8. Related collective and supporting individual tasks.**